

RESOLUTION NO. \_\_\_\_\_

**Be it Resolved by the City Council of the City of Everett:**

Whereas the claims payable by check against the City of Everett for the period February 5, 2022 through February 11, 2022, having been audited and approved by the proper officers, have been paid and the disbursements made by the same, against the proper funds in payment thereof, as follows:

<u>Fund</u>	<u>Department</u>	<u>Amount</u>	<u>Fund</u>	<u>Department</u>	<u>Amount</u>
001	City Council	1,000.00	101	Parks & Recreation	4,521.26
002	General Government	609.71	110	Library	22,240.69
003	Legal	17,712.00	112	Community Theater	12,953.85
004	Administration	5,696.40	120	Public Works-Streets	2,673.26
009	Misc Financial Funds	353,197.37	126	MV-Equipment Replacement Re	46,493.61
010	Finance	1,546.85	146	Property Management	72.22
015	Information Technology	24,294.83	148	Cum Reserve-Parks	8.91
018	Communications, Mktg & Engag	320.00	151	Fund for Animals	3,777.13
021	Planning & Community Develop	52.50	152	Cum Reserve-Library	480.00
024	Public Works-Engineering	18,618.90	153	Emergency Medical Services	63,246.76
026	Animal Shelter	35.00	155	Capital Reserve Fund	17,400.00
031	Police	10,794.39	197	CHIP Loan Program	5,411.49
032	Fire	1,570.60	198	Community Dev Block Grants	17,786.82
038	Facilities/Maintenance	890.20	336	Water & Sewer Sys Improv Proj	58,593.67
			342	City Facilities Construction	87.29
<b>TOTAL GENERAL FUND</b>		<b>\$ 436,338.75</b>	401	Public Works-Utilities	351,601.36
			402	Solid Waste Utility	24,857.31
			425	Public Works-Transit	33,602.15
			440	Golf	12,444.82
			501	MVD-Transportation Services	13,240.87
			503	Self-Insurance	46,341.87
			505	Computer Reserve	219,939.44
			637	Police Pension	14,264.25
			638	Fire Pension	35,764.80
			661	Claims	74,376.79
			663	Investment Earnings	1,000.00
			665	Other Special Agency Funds	44,688.75
			<b>TOTAL CLAIMS</b>		<b>\$ 1,564,208.12</b>

\_\_\_\_\_  
Councilperson introducing Resolution

Passed and approved this \_\_\_\_\_ day of \_\_\_\_\_, 2022

\_\_\_\_\_  
Council President